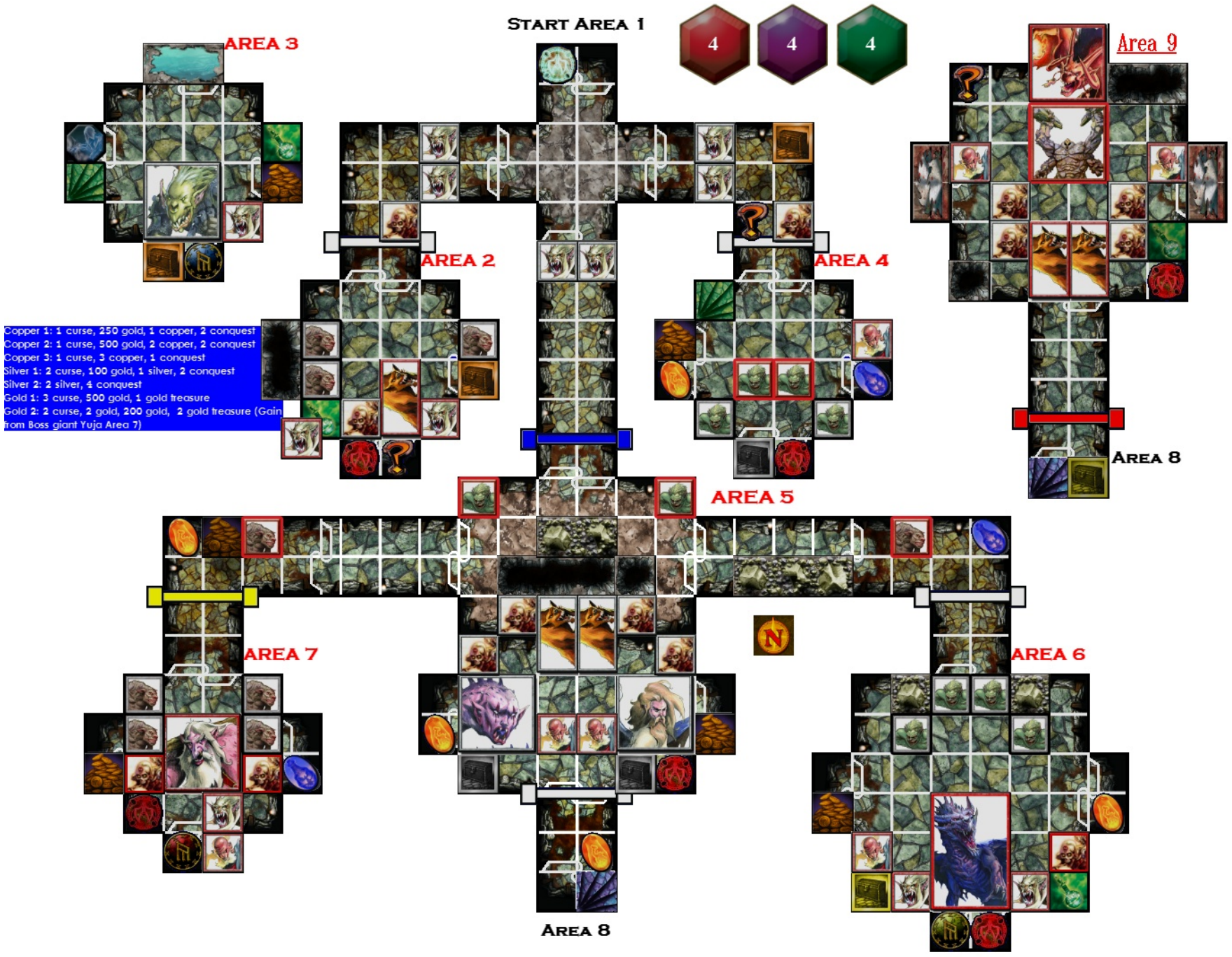
START AREA 1
4
4
4
AREA 3
AREA 2
AREA 4
Area 9
AREA 8
AREA 5
AREA 7
AREA 6
AREA 8
Copper 1: 1 curse, 250 gold, 1 copper, 2 conquest
Copper 2: 1 curse, 500 gold, 2 copper, 2 conquest
Copper 3: 1 curse, 3 copper, 1 conquest
Silver 1: 2 curse, 100 gold, 1 silver, 2 conquest
Silver 2: 2 silver, 4 conquest
Gold 1: 3 curse, 500 gold, 1 gold treasure
Gold 2: 2 curse, 2 gold, 200 gold, 2 gold treasure (Gain from Boss giant Yuja Area 7)

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The Dark Castle and the Choas Gate

By Arroz

Scenario Background

Word reaches the heros of a growing evil terrorizing the lands on the western frontier of the empire. The heros head west towards the village of Invilshire. None of the heros had journyed this far west. The lands were marsh filled, twisted overgrown forests as far as the eye can see. The sun seemed to always be hidden by the black ominous storm clouds gathered on the horizon. Lightning and thunder rip through the night sky as torrential flooding washes most of the trail away. One of the heros say... -Insert hero comment- The heros make it to the village. A very small village with a populous of no more than 100. Mud streets, a stone chapel, make shift tavern made up most of the village centre. Villagers huts and a poorly built wooden wall surrounded the town. As the heros ride through on their horses, villagers walk along side cautiously watching the heros. One of the heros say... -Insert hero comment- The empire has a guard post here, and from it walks a tall man, thin, and pale, accompained by two soilders. "What's thy business here strangers?" the man says.... -Insert hero comment-... I am the captain of the Invilshire gaurd. Me and my few fellow soilders are all thats left. I know what it is thou seeketh. There is an evil that plagues these lands, we are attacked daily by some demonic beast, villagers are going mad and murdering their families....good folk these people are, something is wrong here. He points to the western sky. "There it is, that must be the source of this evil" The sun has been blotted since that cursed thing appeared." A castle floating in the sky situated on a rocky land mass of a design in which none of the heros had ever witnessed. The heros, unsure but confident, headed towards the castle. Using a magic spell the heros teleport to, what looks like the entry to the castle.

Mission Goals

The heros must find out what the source of the evil is. Where the castle came from and what kind of magics are at work here. Then attempt to right the wronged, maybe even find a little loot along the way. Dealing with a few puzzeling monsters along the way.

Start Area 1

As the heros enter the castle they notice the giant portrait of a heroic figure. The walls are adorned in what used to be beautiful works of art and broken staind glass. Looks as if there has be no upkeep for years. You hear the thud of running footsteps coming your way!

If the trigger or door to area 4 is attepted to be opened: The door can only be opened from the other side.

Area 2

Looks like what used to be guards barraks. Old rusted weapons and shields, crushed armor lie on the floor. To their right a large hole is in the floor, light is coming from the pit. The heros prepare themselves for the enemies staring them down.

When the heros reach the trigger read the following: The heros realise that to progess and further they must descend into the pit.

Area 3

The Heros jump into the pit into a room directly below it. Looks like an old wine cellar. The floor is wet and there are holy cross symbols on the walls. To the heros suprise they notice a ghost in the corner of the room next to a whithered mummified body, it looks as if it is trying to speak....but then you have awaken some beasts from an uneasy slumber.

Important: The ghost here is not an enemy: Once all the enemies are defeated and the trigger is activated. The ghost says "Thank you kind folk for getting rid of those deviants. I am Ferl, the servent of Lord Emprom. Perhaps you do not know what is going on here. I have been trapped here since I died what seems like thousands of years ago. This was a flourishing kingdom built by great peoples. It all started when the dark stranger came. Demonic evil followed close behind. The stranger seduced Lord Emprom, held secret meetings of dealings of which I do not know, then one day Lord Emprom vanished and demons poured into the castle killing everything that moved. I hid and tried to escape but to my astonishment the castle was no longer in my beloved homeland, it was in a place I cannot mention.... words do not describe the evil there. I fear my soul is stuck here until the evil is vanquished. I Ferl am at your service. All I ask is please cleanse this place of evil (Ferl becomes a familier. He has five movement points an can hold 4 items and 4 potions. For one movement point you can give him items or take them from him.) The Heros gain 2 conquest.

Area 4

Running up the stairs the heros reach the room. The room is another barrek. The missing town folk are pilled up around the room as the ferrox feed. "Who are you!? The master will be unpleased" shouts the Master wizard Glou. "Attack! he shouts to the ferrox. Glou is a master sorcerer but has 4 extra wounds, and 3 extra armor and has sorcery of 5. If he is defeated the heros draw a silver treasure.

Area 5

The long hallway to the runelocked door was long and narrow. Growls and screams could be heard from the other side. The heros see a grand dining hall desicrated by the demons. The poor villagers remains decorate the walls and rafters. Blood drawn into pentagrams cover the floors, a deep pit full of bodies lay in front of you. Across the pit hellish beasts snarl and howl and your presence. "Be calm my brethern, we shall feast upon their souls tonight" One sorcerer in the back of the room shouts. "Indeed brother we shall, break this curse we will, only 2 more souls needed to open the gateway and we can take this world like the master intended so long ago" shouts the other sorcerer.
Insert Hero comment

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Important: Boss Battle:
Master Sorcerer right side. Galgum the nercomancer: Normal master sorcerer plus 7 extra wounds. Command 2. Sorcery 5. All monsters in a 3 block radius have undying.
Master Sorcerer left side. Paldrum the red: Normal master sorcerer plus 6 extra woulds and 6 armor. Pierce 4, Breath, Burn, Aura.
When they are defeated the heros gain 4 conquest and 500 gold.

Area 6

Heros make there way into a great cathedral. Ash covers the floor and walls. Busted stained glass windows cover the walls. A bolt of lightning reveals further into the room. Blood sucking ferrox and possibly something much worse. The back wall breaks through as a grand dragon flies in with a sorcerer on its back. "You shall fall even if I fall" ... "You will not reach the master!" shouts the sorcerer.

Important: Boss Battle:
Lighnting Dragon Brakka- Normal master dragon plus 8 wounds and 6 armor. Flying. Instead of breath it has bolt. Daze. Has an additional 2 movement points.

Dark priest Shale: Normal master sorcerer plus 6 wounds, 5 armor, Sorcery 5, poison.

When they are defeated: Shale Screams "Noooo, it cannot be. The dark energies did not guide me, the fool Emprom locked our master in a human form, only temporarily blocking the gateway. Your souls shall be the final piece, my bretheren shall avenge me"

***Hero who dealt the final blow kicks the sorcerer through another piece of the broken wall section,where he falls to his doom. The hero**
says..... insert hero comment-

Area 7

The heros kick the door open. In front of them is a disgusting sight. A room full beasts feeding upon the corpses of the villagers. A giant stands up spitting out a bloody skull. "Ah the second course has arrived" the giant announces. The sorcerer in the back of the room laughs an evil laugh.... "lets see how you fight in the dark" he says. "My giant will gobble you up and make meal from your bones heros". The heros notice a pain in the giants eyes, as if his soul is being controlled.

Important: The sorcerer blows the torches out. The heros line of sight only goes to 6 squares away. It will remain until it is defeated once. Even if the undying ability brings it back. If thats the case the sorcerer loses all abilities and becomes a normal sorcerer.

Boss Battle: Normal master giant named Yuga. Reach, Sweep, Bleed, When the giant is defeated you get the gold 2 chest.
Normal master sorcerer named Bjorn-uk the dark:
Sorcery 5, pierce 4, teleport (anywhere within 5 spaces) Poison.

If the sorcerer is defeated first. He controlled the giant... the giant is free. He says, "what have I done?? where am I?" With an angry roar he replies, "thank you little ones from waking my mind once more." "I shall fight along side of you to take my vengence". The heros now control the refreshed giant (as a familier) and they get the gold 2 chest. The giant advances/ runs only and can equip a melee weapon with the normal equiping rules.

Area 8

The entryway behind the grand dining hall is dimly lit. A stretch of hallway with candles burning along the hall. Body parts lay mangled and half devoured around the stair well. Down the long twisted stairway opens another hall with a great door with pentagrams and unknown symbols drawn in blood covering it. Chanting can be heard from the other side.

Area 9

In front of you lies a horror of which none of the heros have witnessed. Desicrated catacombs, burial sights and coffins torn apart. Bones lay scattered along with fresh remains of animals, humans, elves, dwarves, and other unrecognisable corpses. Demons and beasts line the great cavern. A black portal of surging dark flames at the back of the room must be where they are emerging. The master must be close! A great horned demon in the back line of enemies speaks to you telepathically. "I knew of your coming, and your souls shall awaken the masters true form!" "For I cannot be killed by your pathetic mortal means, give up, succomb to the darkness and render me your bones". The heros notice the gleaming stone in its forehead, each skeleton archer has the same stone inside their foreheads.

When all skeletons are defeated: Demon Lord falls to its knees and cannot be activated for 1 turn. It can now be killed.

Important: Boss Battle: Twin master sorcerers Areat the evoker and Uroke the Frightful. Both have the same stats as a normal master sorcerer. Both have plus 8 wounds, 6 armor, sorcery of 6.

Demon Lord Bwumarock the Skurge: Same stats as a normal master demon plus 10 wounds, and bolt. Can only be hurt when all the skeletons are dead.

When the Demon Lord is killed the heros get 2 gold treasures, 500 gold each, 1 vitality potion. He screams, "This is not what I foresaw, nooo" Then explodes into flames as a light from above pierces the catacombs ceiling.

The trigger is a giant crystal. It has 10 wounds. When it is destroyed the dark portal closes and a surge of energy explodes through the castle releasing all the souls trapped in the middle-realm. A strong icy blast of wind blows out all of the torches. Heros can only see 6 spaces in front of them. A loud bone shattering sream from the vocal chords of something unknown and not of this world came from the upper levels.

Overlord- Place a random hero piece anywhere in area 5. This is the master. The overlord can play any number of spawn cards for the remainer of the game.

Area 5

The heros enter the hall again. This time to witness a dark stranger standing before them. "I stand before you in this inglorious form.... I have the body of Lord Emprom. The fool sacrificed himself to stop me, but his magic only could withstand our dark energy for so long. From here I shall do what my underlings could not, finish you and start with two new souls. For I answer to a higher power and he shall grant me victory!"
He then levitates and black light consuming energy surrounds him.

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Master Lord Emprom: Same stats as a master demon. Plus 15 wounds, 10 armor, Grapple, Blast 4, Burn, Bleed, Fly, Sorcery 4. 5 movement points.

When he is defeated the dark energies that surround him release and light consumes the evil spirits essence. The torches relight, and Ferl appears. Thank you God for you heros. I can now rest. Take this knowledge and go forth vanquishing these agents of evil from this world. You must never let the Dark One open the gate. Thank you....." Ferls soul is released and like a candle in the wind vanishes.

If playing campain mode: The heros gain 6 conquest. Ferl's equipment is sent to town and stored there only until you decide when to keep and what to sell.

The heros have triumphed. Upon exiting the castle, which now sits in the middle of the forest outside of Invilshire, they see the sun is shining bright. Not a cloud in the sky. Onwards to adventure!

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